# TRANSITION

SOURCE: STRING
READ: CHARACTER
DESTINATION: STRING
WRITE: CHARACTER
MOVE: DIRECTION

TRANSITION ( IN SOURCE_STATE: STRING,
IN READ_CHARACTER: CHARACTER,
IN DESTINATION_STATE: STRING,
IN WRITE_CHARACTER: CHARACTER,
IN MOVE_DIRECTION: DIRECTION )

SOURCE_STATE ( ): STRING
READ_CHARACTER ( ): CHARACTER
DESTINATION_STATE ( ): STRING
WRITE_CHARACTER ( ): CHARACTER
MOVE_DIRECTION ( ): DIRECTION